ABSTRACT

A method and system for buffering media at an initiating station. In response to a user request to initiate a packet-based real-time media session, such as a "push-to-talk" session for instance, the initiating station acquires a data connection. The station then determines that it has acquired a data connection, such as by determining that it has received incoming packet-data, and responsively begins receiving and buffering media, such as voice, from a user. Once the station successfully establishes the requested media session, or a leg of the session, the station then begins transmitting the buffered media to a remote endpoint.

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